

**'AHEAD OF  
THE PACK'**



# Venue

## The Ricoh Arena - Coventry



The Ricoh Arena and Hotel are just two minutes off Junction 3 M6. The Ricoh Arena hotel as the hotel is built into the Arena & Stadium.

The Ricoh Arena is unlike any other venue in the UK. A pioneer in the world of business,

entertainment and sport.

Home to Premiership Rugby team Wasps and Coventry City Football Club it is an award-winning venue which has a mix of state-of-the-art conference, training, banqueting, exhibition, hotel,

music and sports facilities.

There is over 20,000 sqm of space along with 2,000 onsite car parking bays, two restaurants, hotel and one of the UK's largest casinos which is perfect for corporate entertainment.





W E L C O M E

TO THE *Fabulous*  
**VEGAS CHALLENGE**

**COVENTRY**



Set in the UK's most spectacular casino - Grosvenor Coventry - (home of The Goliath, the biggest poker tournament outside of Las Vegas!)

The Vegas Challenge will push the delegates casino skills to the limit!

Expert croupiers will put them through their paces by demonstration and then providing a series of casino based Mental, Physical and Skills challenges.

Each team of delegates will then compete for prizes and the honour of being crowned 'Kings or Queens' of the Casino.

With it's own a standalone Show Bar and two massive 100" video walls Grosvenor Coventry provides the perfect setting for a fun, relaxed and competitive event.

By the end of this sessions participants will;

- Experience table gaming in a fun environment.
- Obtained an understanding of the basics of Blackjack and Roulette.
- Break down any inhibitions customers may have about table gaming and understand 'Winners are losers'.

# Format - SKILLS Test

AR (Roulette) /BJ (Blackjack)

Zero Hero (AR) • Lose your Stack(AR) • Done Deal(BJ) • 5 Knuckle Shuffle(BJ)

## Zero Hero

Allowing newcomers to understand the way numbers are situated on an AR wheel and how the ball travelling around the wheel is completely random.

1. Host to explain the rules.
2. Delegates get two attempts spin the ball closest to zero.
3. No minimum revolution.
4. Delegates are asked to count how many numbers they are away from zero.
5. Team with lowest score wins
6. 20 bonus points for hitting zero
7. 50 points for the winner.
8. 25 points for the runner up.

## Lose your stack

Allowing newcomers to understand the betting process on AR. Also highlights. the low house edge.

1. Host to explain the rules.
2. Members of each team both approach the AR table with a dealer on it.
3. Each are given 100 chips. Each has to bet 20 chips per spin straight up on a number.
5. Dealer spins 5 times.
6. Delegates/Team with least amount of chips gets 50 points.
7. Runner up gets 25 points.

## Done Deal

Allowing Delegates to understand the use of the shoe and the card drawing process.

1. Host to explain the rules
2. Delegates shown briefly by the dealer the process of drawing a starting hand to 7 boxes on BJ.
3. Delegates are asked to copy the dealer.
4. The dealer will judge them on Technical accuracy and artistic merit.
5. Delegates/Team who produces the neatest set of cards will win.

## Five Knuckle Shuffle

Allowing Delegates to understand the shuffling process.

1. Host to explain the rules
2. Delegates are show very briefly by the dealer how to shuffle 6 decks of cards
3. Delegates are asked to copy the dealer and get 3 attempts.
4. The dealer will judge them on Technical accuracy and artistic merit.
5. Delegates/Team who produces the neatest set of shuffled cards will win.

# Format - MENTAL Test

AR (Roulette) /BJ (Blackjack)

What are the odds? (AR) • Jolly Dolly (AR) • Totally BJ (BJ) • Last hand standing (BJ)

## What are the odds?

This exercise will educate the Installers in the various odds and the betting positions on AR.

1. The host explains the various odds and betting positions
2. Each Delegate is given 5 chips of their own colour.
3. The host calls out a place bet and asks a Delegate to place a chip on that bet.
4. This process is alternated between each Delegate until they have placed all 5 of their chips

## Jolly Dolly

This exercise will educate the Delegates in the location of the numbers on the layout of AR.

1. The Delegate is given 5 chips.
2. The dealer then covers every number with a single layer of chips.
3. The host calls out a number and asks a Delegate to place the dolly on that number.
4. The process is then repeated with the other team member.

## Totally BJ

This will educate Delegates in the value of BJ cards

1. The host shows the Delegate the value of the BJ Cards.
2. The dealer then Deals 1 card to the 1st box and asks the Delegate the card total.
3. The dealer then Deals 2 cards to the 2nd box and again asks the Delegate the card total.
4. The process is then repeated through 7 boxes up to 7 cards.
5. This is a timed exercise with the fastest completed time.

## Last hand standing

This will educate the Delegates in the card drawing process on BJ along with card values.

1. Each are given 5 chips
2. They each place a single chip in a box.
3. The dealer then Deals 2 cards to each Delegates box.
4. The Delegates are asked to play BJ against each other.
5. The Delegate that wins the hand retains their bet and the losing Delegate loses their bet.
6. Stand off – both bets remain.
7. If a Delegate gets a Blackjack then they win the other Delegates chip.
8. The dealer must use a dealer button (cutting card can be used) to alternate the betting turns
9. The Delegate who loses all their chips gets 25 points and the winner gets 50.

# Format - PHYSICAL Test

AR (Roulette) /BJ (Blackjack)

Roulette Twister (AR) • Stack my chips up (AR) • Pick n Mix (BJ) • Stick on you (BJ)

## Roulette twister

This will educate the Delegates in the number locations on the AR.

1. The dealer then gives each Delegate 18 chips of different colour.
2. The host then allocates each Delegate one of the following black/red/odd/even, ensuring they both have a different set of bets.
3. The host asks the dealer to spin the ball and the Installers have to place as many of their bets during the spin as possible

## Stack my chips up

This will educate Delegates in stack values and also handling chips.

1. The dealer demonstrates chipping up 100 chips into stacks of 20.
2. The Delegates are given 100 chips each of different colours.
3. The dealer will knock each of the Delegates chips flat.
4. The host will ask them to chip them up into 5 stacks of 20.
5. First Delegate will race against each other.

## Pick n Mix

This will educate the Delegates in card values and how they make up BJ hands.

1. The dealer will go through the value of the BJ cards.
2. The dealer will then put face down 28 cards Ace-King randomly on the table.
3. The host will announce a BJ total i.e. 17.
4. The Delegates will then have to get a total of the amount called by the host using a many cards as they wish.
5. First Delegate to assemble the correct card total wins 10 points
6. This is repeated 8 times.

## Wrap up

Finish the fabulous day with the big results and prizes for the winning teams!

